

Riverhill Mystery Selection

Manhattan Requiem

◆ HINTS ◆

In "Manhattan Requiem" you are the detective, J. B. Harold. The objective is to narrow your investigation down to the major suspects by contacting people and gathering the necessary information and evidence. Although an experienced detective should be able to solve the case through an honest, steady investigation, please refer to these hints when you get stuck. Of course, even a beginning detective should realize that this guide will not tell you who did it.

Opening

Q: What should I do first?

A: Inserting the disk with SIDE 1 up displays the LaserActive screen. Please choose ► using the direction buttons. Wait for a short time. When the [OPENING MOVIE Japanese Version] [OPENING MOVIE English version] and [GAME START] are displayed, choose the English or Japanese version using the direction buttons. If you would like to skip the opening, choose [GAME START] using the direction buttons.

Q: Can I switch the language while the opening is playing?

A: No, the language cannot be switched while the opening is playing. To switch the language, display the CONFIGURATION menu by pressing the SELECT button while playing a game.

Q: Is it possible to stop the opening movie and go to the game screen?

A: Yes, it is. Pressing any button on the pad stops the opening movie and replaces it with the scene in which J. B. is going to Jed's office.

Q: Can I start the game soon after the opening is over?

A: No. When the opening is finished, J. B. goes straight to Jed's office. Jed will tell you the background of the case, describe the people concerned and disclose the evidence he has. When you finish talking to him, choose <Move> to visit his daughter, Jane, at the N.Y. Public Library to gather the information that she has obtained up to this point.

You may go to the places that Jed and Jane mention, such as Club M & M, Christie's Jewelry and Empire Magazine.

Q: What is the meaning of "command" used in the manual?

A: It's a computer term meaning "to send orders to computers (in this case, to LaserActive)." Here, it refers to the activities of J. B.

The commands in the form of icons such as "Ask," "Show" and "Call" displayed in the upper part of the screen show J. B.'s activities. The commands in the form of files displayed in the middle-right side of the screen show the questions to ask people.

Q: When playing games, can I have subtitles in Japanese and conversations in English?

A: Yes. First, press the SELECT button to display the CONFIGURATION menu. Using the direction buttons, choose JPN in the Language column and choose ENG in the Voice column. Quit the menu by pressing the II button. Japanese subtitles will be displayed and all conversations will be in English.

Q: Can I display the CONFIGURATION menu anytime when playing the game?

A: The CONFIGURATION menu cannot be displayed when the map of Manhattan, opening, confession scenes and ending are displayed.

Basic Investigation

Q: Is there any order in which I should see the people?

A: Yes, there is. For example, to see person C, you have to have seen B and to see person B, you have to have seen person A. As the relationship is complicated, pay careful attention to the messages you get from people when you talk to them.

Q: Is the length of each person's message different?

A: Yes. There are various kinds of people; talkative, non communicative, those who may be friendly the first time, but later become close-mouthed, etc.

The picture of a lighter displayed at the end of a message indicates that the message is continued.

Q: Do I always have to check all of the questions and items displayed on the screen? It seems people just repeat the same story, no matter how many times I visit them.

A: Please try to ask all of the questions displayed on the screen. Some people simply repeat the same type of story every time you ask questions, however, they may eventually give you new, important information. You do not have to ask the questions of "About yourself" after the first time.

Q: Can I go to all of the case sites from the beginning?

A: No. The places you may go under the current conditions are indicated by a white circle on the map. First, try to go to the places you may go to and gather information at them. The investigation requires patience and untiring energy!

Q: When asking about "Characters," only a silhouetted figure is shown on the right lower of the screen. How come?

A: Because you have not met the person yet. Once you meet him/her, the figure is shown.

Q: I have gone to every single place that I could go and contacted people, however, nothing has happened. What shall I do next?

A: You cannot be sure to have gotten all the information even if you contacted the people. Are you certain they didn't give you any new information, or mention new contact names or articles? Occasionally, the number of each character's items may increase. Be certain to investigate all the items.

Also, remember that the people won't tell you the truth, even if you see them more than one time. Be patient and return to question the people often in order to continue your investigation.

Notebook

Q: I would like to load the investigation file that I did last and start the game - again, however, I have forgotten how far I had progressed.

A: Loading the data from a file using the "Load" command allows you to start the game where you last quit. When loading, the progress of the investigation is indicated by the time spent (hours, minutes, seconds, and percentage).

Q: When saving new data in the same investigation file, is the old data retained?

A: No. As new data is saved, the old data saved when you quit last is overwritten. In this game, up to 4 files can be used to save the data depending on the progress of the investigations or the players.

When saving the data, the time spent (hours, minutes, seconds, and percentage) is indicated.

Q: What do the numbers displayed in "Score" mean?

A: Refer to these numbers to see how far your investigation has progressed. There are 5 different criteria, however, the same percentage is not always shown for all of the 5. A very low percentage indicates that you have not gathered enough information. Go out and gather more information.

Q: How can I use the "Analyze" command?

A: There are 3 items in this command - "Characters," "Information" and "Evidence." This command allows you to reconfirm all of the information obtained up to now. For example, if you would like to re-identify Frannie Vincent, the roommate of Sarah J., choose [Frannie Vincent] from "Characters." With the picture of Frannie Vincent, [Location of the people], [The night of the 9th], [Relationship with Sarah J.], [Conversation with Sarah J.] and [Confession] are displayed. You can reconfirm all of the information about each item.

Bar Breath

Q: What shall I do to start playing Blackjack?

A: Go to the Bar Breath and choose [START] for "Blackjack." Choosing [HELP] allows you to learn about the rules of Blackjack, commands, card combinations and advanced techniques. Basically, the object of this game is to collect cards having a higher count and better combination than the other players, up to but not exceeding 21.

Q: How can I increase or decrease the number of points to bet?

A: Using the Up and Down arrow buttons of the direction buttons, you can increase or decrease one point at a time. The Right and Left arrow buttons allow you to increase (or decrease) a large number of points at once. It's very useful when betting a large number of points.

Q: How come an ace (A) is sometimes counted as one and sometimes as eleven?

A: An ace (A) is basically counted as eleven. For example, if you are dealt an ace and a five, the ace is calculated as eleven. Therefore, the points are; $11 + 5 = 16$. However, if you are dealt a seven as your third card, the ace is automatically calculated as 1. In this case, the points are calculated; $1 + 5 + 7 = 13$. Therefore, you may draw one more card.

Q: How does the RANDOM function of the Jukebox work?

A: This function allows the seven tunes to play at random. The order of play is selected by LaserActive and may differ each time you play.

Q: What is the PROGRAM of the Jukebox?

A: This function allows you to choose the order to play the seven tunes. Choosing

PROGRAM and pressing "SELECT" command displays the picture of a record over each record jacket. Choose the tunes you like using the direction buttons.

Q: How can I stop playing the music?

A: Press the II button.

Characters

Q: The people that I can contact are always the same.

A: You can not contact all of the people from the beginning. There is a certain order in which you must see the people, so do not miss the messages from each of them. Some people appear in the later half of the investigation.

The number of characters appearing in this game, including Jed, Jane and the dead people such as Sarah, exceed 30 people.

Q: After listening to the stories of each character in order of the list of "Characters," I was looking at some messages like [The night of the 9th]. Then, suddenly a name that I had never heard was displayed. How can I get information about this person?

A: In that case, return to "Characters." The name should be listed in the characters.

Q: Susanne Higgins

A: She is the owner of Sarah J.'s apartment. Ask Jed about [Location of corpse], and you will find out where her apartment in Soho is.

Q: Dick Baker

A: Ask Jed about [First discover of corpse]. This man, a resident of the apartment building across the street from Sarah J.'s, saw her falling to the ground.

Q: Lauren Bennett

A: She is the manager of the Club M & M on Broadway. After Jed's story of the opening, you will be able to see her.

Q: Sarah O. Shields

A: If you ask Jed about the [Life insurance], her name will be automatically listed in [Characters]. If you have seen Eric Hall before, you can read the newspaper article about the Sarah O. Shields case at the N.Y. Public Library.

Q: Ann Murphy

A: Ask Frannie Vincent who used to live with Sarah J. about [First meeting with Sarah]. Ann, a salesclerk at Lucy's, will tell you how Frannie and Sarah started living together.

Q: Andy Moore

A: If you ask Matt Smith, a waiter at the Club M & M, if there is [Any other information], he will mention Andy's name.

Q: Barbara Rain

A: The same as Andy Moore, Matt Smith will give you her name. He also talks about what those two people were doing at the Club on the night Sarah died. To contact her, ask Andy Moore about [Barbara Rain].

Q: Aaron Lambert

A: After visiting Barbara Rain and asking her about [The night of the 9th], his name will be displayed in the [Characters].

Q: Celine Brown

A: If you ask Richard Christie about [The night of the 9th], he will give you the address of Celine's shop "Boutique AVENUE."

Q: Grace Jackson

A: After asking Eric Hall, who is a resident in the same building as Sarah O. [About Sarah], the name of "Grace Jackson" will be listed in the "Characters." Looking into the file enables you to find the location of the Ching Kee Restaurant where she works.

Q: Bernard Armstrong

A: Ask Eric Hall if there is [Any other information]. He mentions the name "Bernard Armstrong," and the name will be added to the list of "Characters." Choosing [Bernard Armstrong] in the list gives you the location of the Wonderup where he is having a drink.

Q: Sarah N. Shields

A: She is the third Sarah. Ask Bernard Armstrong [About Sarah] a couple times, and he will tell you about her. You can also get information about her by reading a newspaper article at the N.Y. Public Library.

Q: Allen Houston

A: Ask Andy Moore [About the audition]. Then, if you say the name of "Allen Houston" to Aaron Lambert, he will tell you the location of Allen's office.

Q: Marlow Dicksons

A: Ask Allen Houston [About the play "Angel"], and he will mention Marlow Dickson's name. Following that, ask Arnold Young of Empire Magazine about Marlow Dicksons a couple times, and he will tell you the location of Marlow's office.

Q: Norman Slazy

A: He is one of the people who appear in the later half of the game. Show Aaron Lambert the [Spoon]. After that, if you ask Bernard Armstrong about [Norma Slazy], he will tell you where Norman is.

Q: Leonard Bloom

A: Ask Nancy Kellerman of the Bloom House about [Family], and she will tell you about Leonard in a sort of critical manner. After that, Leonard Bloom is added to the list of "Characters" and the location of his company, Bloom & Co., will be provided.

Q: Roy Baker

A: If you ask Nancy Kellerman [About the inheritance], the name Roy Baker will be added to the list of "Characters." *

Q: Nancy Kellerman

A: Visit William Shields and ask him about [Lawrence Bloom], and he will tell you the location of the Bloom House, where Nancy Kellerman was born.

Q: William Shields

A: Ask Bernard Armstrong [About Sarah] repeatedly to draw out Sarah N. Shields' name. Based on this information, reading the newspaper article about [Sarah N.'s case story] provides you with the location of Sarah N.'s father, William Shields.

Q: Linda Wilson

A: Ask Bernard Armstrong about [Lauren Bennett] a couple of times. She works at the Bank of Manhattan. Although she won't appear until the latter half of the game, she will tell you about the past incident that triggered this case.

Q: Roger Gibson

A: You will find out where he is by checking the [Missing person's column] at the N.Y. Public Library.

Q: Margaret Morris

A: Ask Allen Houston if there is [Any other information].

Q: Mark Bennett

A: Ask Linda Wilson about [Lauren Bennett], you will find out about the relationship between Mark Bennett, Linda Wilson and Lauren Bennett.

Evidence

Q: Does J. B. have any evidence that gives him a clue from the start?

A: He should have a picture of Sarah sent by Catherine from Liberty Town, and a card of Club M & M mailed by Sarah. You are apt to treat them as some trifling items; however, they have a strong impact to upset some people. When starting the game, show Jed these two items, and he will tell you some places to visit.

Q: White tablet

A: This can be found at the side of the bed in Sarah J.'s room. Bring it to Jane and she will offer to have a pharmacist, one of her friends, examine it for the ingredients. The results will be provided right before Richard Christie confesses.

Q: Letter from Sarah's mother

A: This can be found in Sarah J.'s room.

Q: Cigarette

A: It is on the floor of Sarah J.'s room. Note that Sarah does not smoke.

Q: Key

A: This is found in Sarah J.'s room at the very end of the story. Show it to Jed after investigating people such as Linda Wilson and Roger Gibson, and he will investigate what this key belongs to. When you collect the information regarding this key, some important evidence will be received from Jed.

Q: Perfume

A: It is on the bedside in Sarah O.'s room.

Q: Music box

A: As the music box that Sarah J. had in her hand when she died is in the custody of the NCP, you are not allowed to see it. However, the same music box is on Sarah O.'s desk and it is possible to get it from there.

Q: Spoon

A: It is on the floor of Sarah O.'s room. If you ask some people about it, they will know what this spoon is for.

Q: Watch

A: It can be found by the window of Sarah O.'s room. Show it to Arnold Young of Empire Magazine, and he will tell you about it.

Q: Audition card

A: It can be found in Sarah O.'s room, from when she was trying to make her debut on stage on Broadway.

Q: Script

A: This is handed over by William Shields.

Q: Will

A: The Will offers a key to the solution of the question regarding the inheritance of the Blooms. Once all of the information regarding [The contents of the will] and [The inheritance] is gathered, Marlow Dicksons will hand it to you. You cannot obtain it until the latter half of the game.

Q: Score

A: When you ask Linda Wilson or Jed about certain evidence obtained, the existence of this score will be revealed. You can obtain this from Jed under certain conditions.

Q: Birth certificate

A: If you ask Jed about [Sarah J.'s case], a copy of her birth certificate will be sent by Catherine. However, this takes place at the end of the story under the conditions that some people, including Leonard Bloom, confess. The information regarding the [Bloom family kidnapping case] should be obtained. With this birth certificate, you can entice the major suspect to confess his/her guilt.

Information

Q: Newspaper story

A: Jane, who works at the N.Y. Public Library finds and pulls out the old newspaper stories for J.B.. To read the newspaper articles, choose "Examine" command.

Q: Debt

A: Ask Johnny Gear and Richard Christie.

Q: Will

A: Various people, including Harry Rollins, Roy Baker, Marlow Dicksons and Leonard Bloom, will talk about the will of Lawrence Bloom.

Q: Bloom family kidnapping case

A: Various people, including Margaret Morris, Marlow Dicksons, Roy Baker and William Shields, will talk about this case.

Q: Inheritance

A: Various people, including Harry Rollins, Leonard Bloom, Roy Baker, Marlow Dicksons and Andy Moore, will talk about the human relationships related to the inheritance.

Q: Poker gambling

A: Regarding the gambling held at an undisclosed place, ask Norman Slazy, Roberto Bansiotti, Lauren Bennett, Pete Gifford and Bernard Armstrong.

Confession

Q: Is there an order in which the major suspects confess?

A: Yes, there is. Once all of the information regarding the suspicious people is gathered, you can narrow it down to the major suspects and Jed tells you to interrogate them closely. When you go to each suspect to speak, new questions are provided.

Q: Do the suspects confess when they are interrogated closely?

A: No, they will not confess even if they are interrogated more than once. If a suspect confesses, the message from Jed "J.B., the charges on this person have been cleared" is displayed when narrowing it down to the major suspects at Jed's office.

Q: Frannie Vincent

A: Gather information regarding [Debt], and interrogate her closely.

Q: Barbara Rain

A: Gather information about [Script] and [The play "Angel"] by contacting Allen Houston.

Q: Diane Mueller

A: Collecting information about [Spoon] and [Perfume] is the condition to make her confess.

Q: Celine Brown

A: The charges on Leonard Bloom who is located on Wall Street should be proved to make her confess.

Q: Roberto Bansiotti

A: Under the conditions that Lauren Bennett, his employer, is suspected and that the information regarding the [Card gambling] is obtained, he should confess.

Q: Richard Christie

A: The information about [Cigarette], [White tablet] and [Debt] need to be obtained to make him confess.

Q: Dick Baker

A: He confesses when the charges on Roy Baker are proved.

Dick Baker does not trust others and is very slow in being cooperative with J.B.'s investigation. If he does not confess, do not stick to only him, investigate the others.

Q: Leonard Bloom

A: You may interrogate him after the information regarding [Sarah] and [inheritance] is obtained, and Richard Christie confesses.

Q: Roy Baker

A: Other than the [Will] and [Poker gambling], the information regarding [Bloom family kidnapping case] should be acquired.

Q: Andy Moore

A: With the information about the [Will], [Birth certificate] and [Score], you can make him confess.

Q: Pete Gifford

A: You need to obtain quite a lot of information, including [Watch], [Will], [Audition card] and [Poker gambling] to make him confess.

Q: Lauren Bennett

A: It is necessary to obtain information about [Score], [Birth certificate] and [Will].

Q: I interrogated Lauren Bennett a couple times, however, she would not tell the truth. While I was investigating something else, she suddenly disappeared. Did I do something wrong? I am afraid that I will not be able to solve this case.

A: Don't worry. You will see Lauren Bennett again. Under certain circumstances, somebody should tell you where she is. Until then, carry on investigating the other suspects.

Q: Based on the information described in this guide, I visited a suspect to interrogate. However, this person will not reveal the secrets.

A: The information described in this guide is for reference. The conditions provided in this guide will not always make them confess.

Q: If I go to see a person whom Jed said "The charges on this person have been cleared," will he/she give any other information?

A: If the person says "I have nothing to say," no other information can be obtained.

Q: Can you tell me who did it?

A: That is a very direct question, isn't it? We had better not answer this question, as other players may not want the answer.

If you get stuck even after asking Jed questions, we advise you to ask every question to all of the characters again. You may discover some unexpected information. Perhaps you have missed some important messages. A patient and steady investigation should bring successful results to you.